Lil' Playstation
3-in-1 Activity Center
ASSEMBLY INSTRUCTIONS
ADULT ASSEMBLY REQUIRED

Delta™ Children's Products

Styles and colors may vary

Required: Phillips Screwdriver
IMPORTANT: Read all instructions before assembly and use of the walker/stationary activity center
Keep the instructions for future reference

Consumer Information

WARNING

WARNING: Read all instructions before assembly and use of the walker/stationary activity center (keep the instructions for future reference), incorrect assembly may make the walker/stationary activity center unsafe. Failure to follow these warnings and the instructions could result in serious injury or death.

- DO NOT use walker/stationary activity center if it is damaged or broken.
- DO NOT use walker/stationary activity center until baby can sit up by itself.
- Before each use clean (friction components) to maintain stopping performance.
- Never leave the child unattended.
- Always keep child in view while in walker/stationary activity center.
- Use only on flat surfaces free of objects that could cause the walker/stationary activity center to tip over.
- To avoid burns, keep the child away from hot liquids, ranges, radiators, space heaters, fire places, etc.
- DO NOT lift or carry by walker/stationary activity center tray, toy tray, or toys.
- This walker/stationary activity center is intended for use by children who can sit up unassisted and are learning to walk.
- This walker/stationary activity center is intended for children weighing up to 25 lbs (11.8 kg) and those that are not over 30 inches in height.
- Discontinue using this walker/stationary activity center when your child can stand unaided or walk unassisted.
- Prevent collisions with glass in rooms, windows and furniture.
- Always lock the seat in walker/stationary activity center function.
- To reduce the chance of child slipping out of seat, always check when used in the walker/ stationary activity center mode that both feet of child just touch the floor.
- To avoid serious injury never carry walker/stationary activity center with child in seat.
- Adult Assembly is required.
- Make sure all locking devices are fully engaged before each use.

WARNING

- To avoid drowning, never use near pools, bathtubs, etc.
- DO NOT spin baby in seat. Only permit baby to rotate the seat.
- Never allow older child to play with walker/stationary activity center or push walker at any time when another child is in the walker/stationary activity center seat.
- DO NOT adjust the tray height with your child in the walker/stationary activity center.
- DO NOT add any additional toys to the walker/ stationary activity center activity tray, use only toys intended to be used with walker/stationary activity center.
- DO NOT alter the walker/stationary activity center by cutting toys away.
- DO NOT add strings or other objects to walker/ stationary activity center as the child may become entangled in them.
- Strings can cause strangulation!
- DO NOT place items with a string around a child's neck, such as hood string or pacifier cords.
- DO NOT suspend strings over walker/stationary activity center or attach strings to toys.
- Never use near stairs.

WARNING – STAIR HAZARD:

- Avoid serious injury or death
- Block stairs/steps securely before using walker/stationary activity center

IMPORTANT – Before assembly or each use of this walker/stationary activity center , inspect this walker/ stationary activity center for damaged hardware, loose joints, missing parts or sharp edges. DO NOT use if any parts are missing or broken. Contact Delta Children's Products Customer Service Department at 1.212.645.9033 for replacement parts and instructions if needed. Never substitute parts.

NOTE – Individual toys are not replaceable.

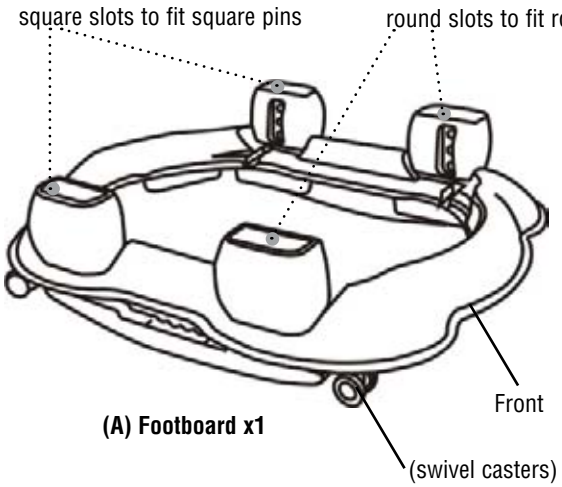
USE CARE and MAINTENANCE –

Wash using mild soap and warm water only.

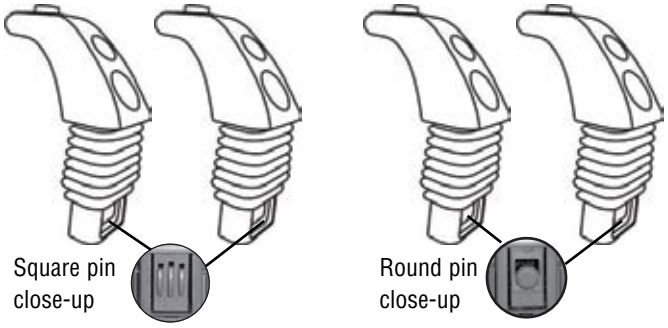
Wipe plastic components dry and air dry seat cover.

Parts

IMPORTANT! Please remove all parts from the package and identify them before assembly.

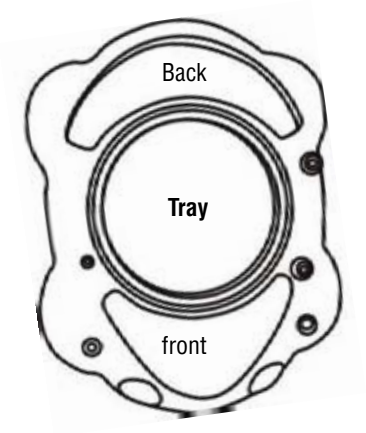


(A) Footboard x1



(B) Legs x4

(C) Large Nuts x4

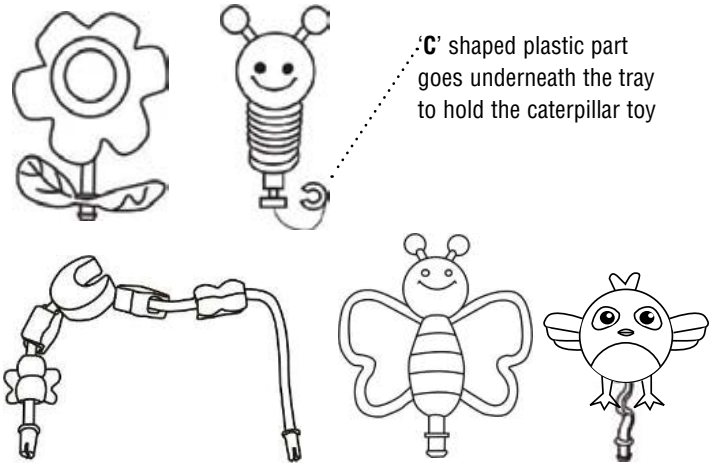


(D) Walker Top Base x1

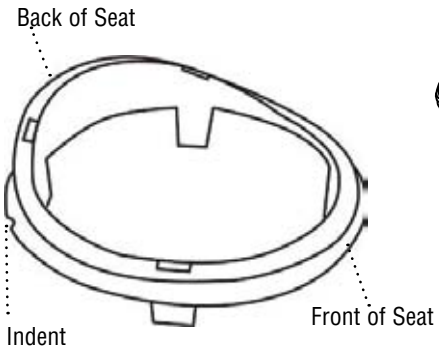
Back Tray

Front Tray

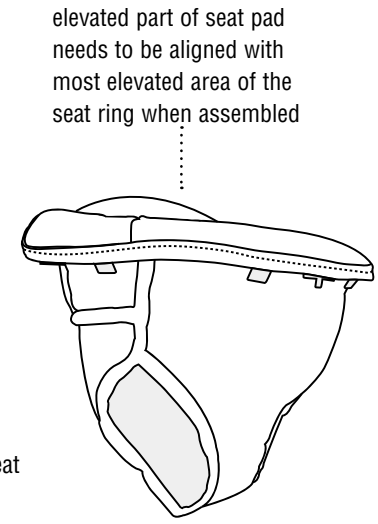
(E) Toy Trays x2



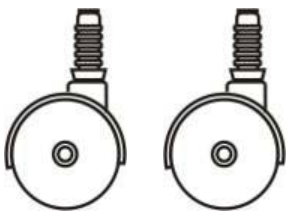
(F) Toys x5



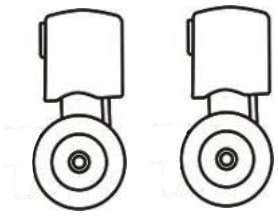
(G) Seat Ring x1



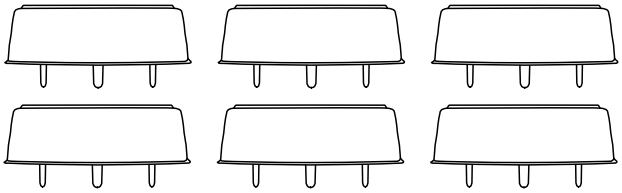
(H) Seat Pad x1



(I) Front swivel Casters x2



(J) Rear non swivel Casters x2

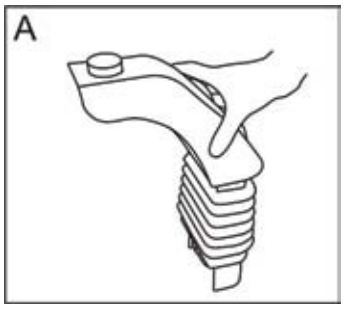


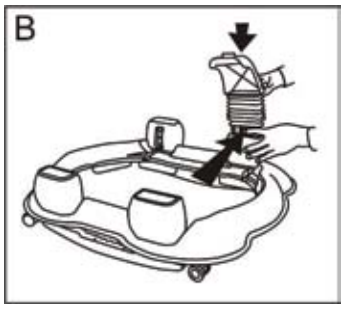
(K) Stair Stoppers x6

Assembling The 3-in-1 Activity Center

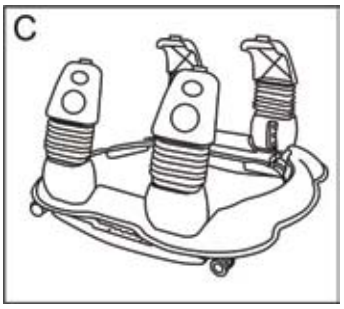
1

• Assemble the legs to the base: Press the leg button and insert it into the mounting hole at the base as illustrated (Fig. A, B & C).
NOTE: Legs with square shaped pins enter the square holes at the base. Legs with round shape pins enter the round holes at the base.
• Once completed, make sure all legs are adjusted to the same height level.
NOTE: Rear legs are keyed to rear tray mounts.





Round pin close-up

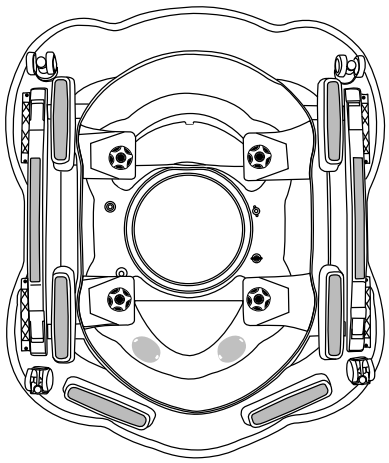


Square pin close-up

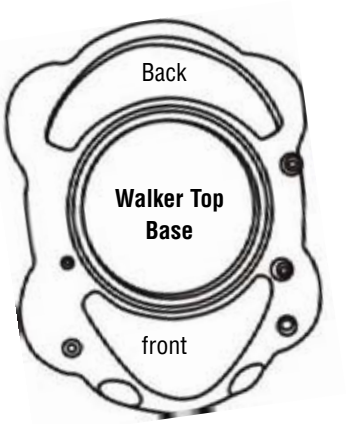
2

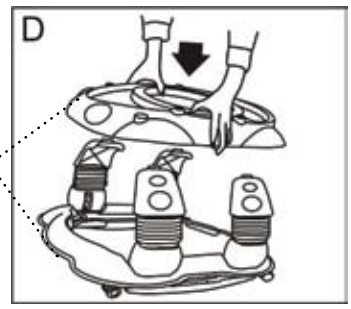
• Assemble Walker Tray to Base:

• Connect the legs with the walker tray as shown in FIG D.
Then secure the large plastic nuts (x4) onto bolt clockwise as illustrated in FIG F &G.
• Make sure all plastic nuts are fully hand tightened down.



Front





Front

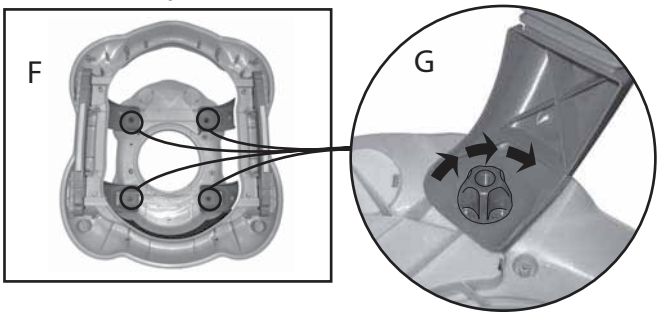
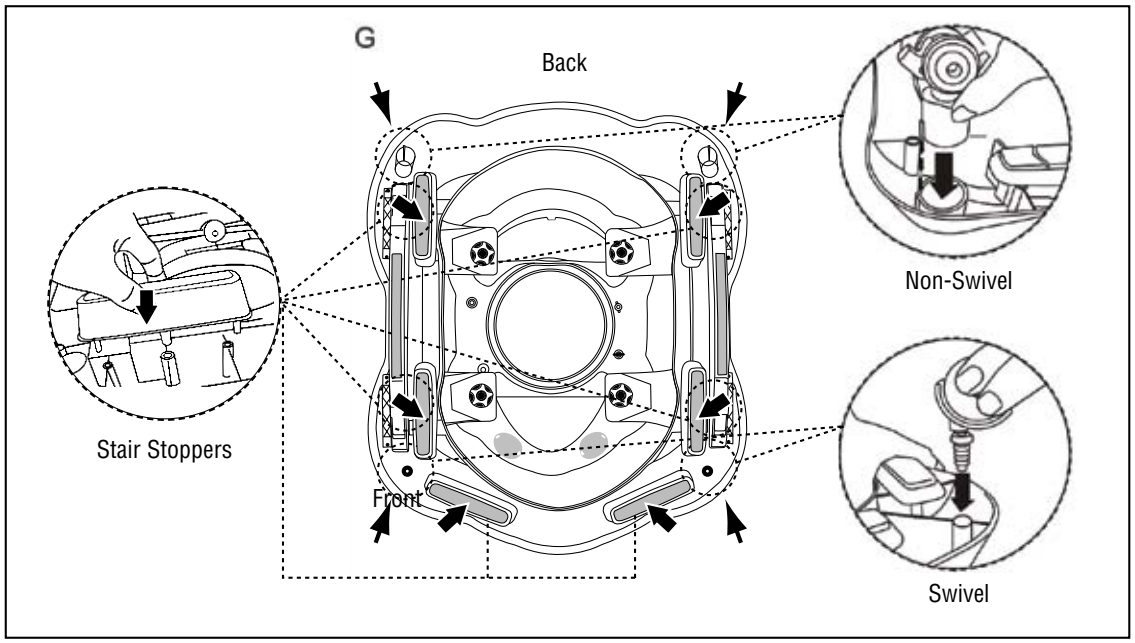


Photo diagram of step 2

Assembling Wheels to Base

3

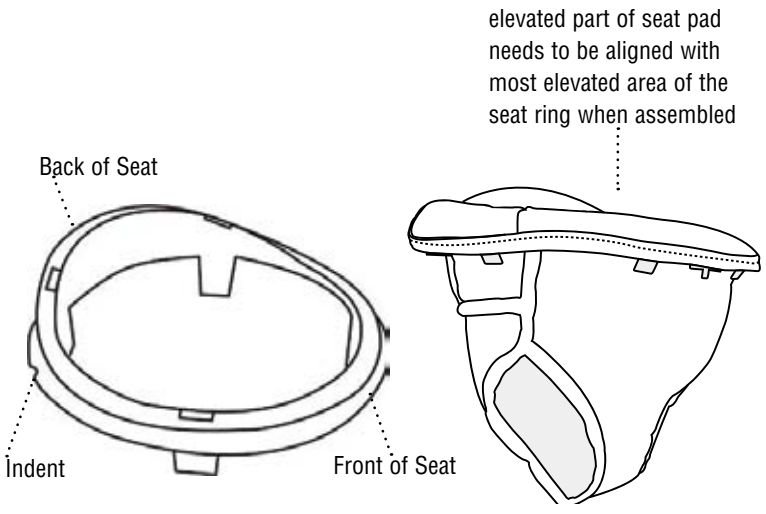
- Assemble the front and rear wheels as illustrated in FIG G.
- Push down on wheels until they are in a fully seated position.
- Insert the stair stopper into the receiving hole as illustrated in FIG G.
- Repeat with five other stoppers and make sure they are properly inserted.



Assembling Seat to Walker Tray

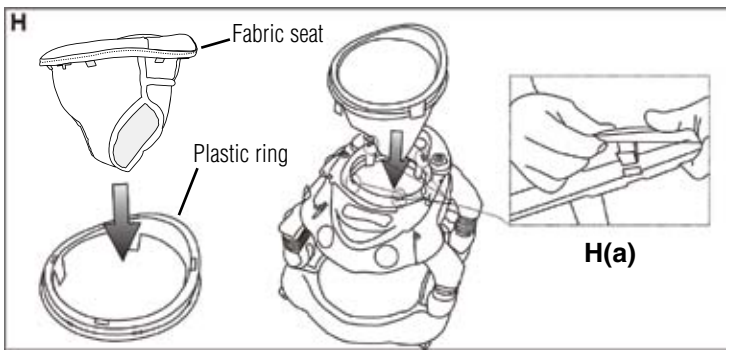
4

- Assemble the seat pad to the plastic ring by inserting the (8x) tabs on the seat pad into slots located around the seat ring as shown in FIG H.
- Take completed seat assembly and Slide (4x) plastic ring tabs through holes and insert the seat to the walker tray as illustrated in FIG H (a).


elevated part of seat pad needs to be aligned with most elevated area of the seat ring when assembled
Back of Seat
Indent
Front of Seat

(G) Seat Ring x1

(H) Seat Pad x1



Battery Safety Information

BATTERY SAFETY INFROMATION

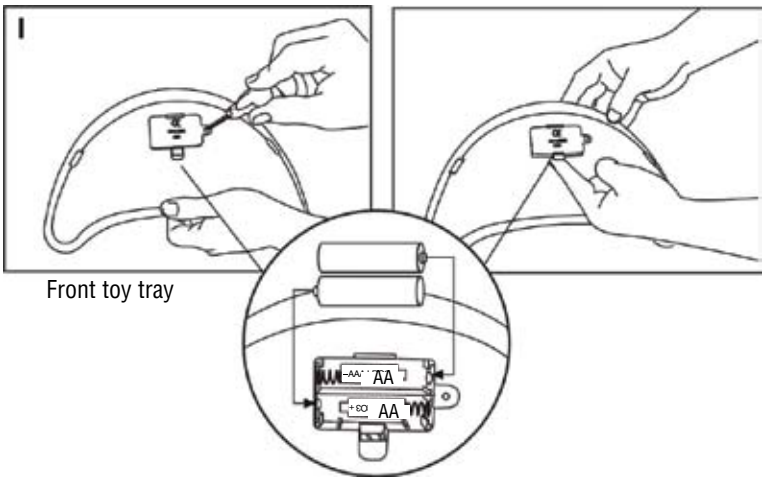
In exceptional circumstances, batteries may leak fluids that can cause a chemical burn injury or ruin your product.

To avoid battery leakage:

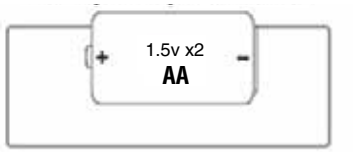
- Do not mix old and new batteries or batteries of different types: alkaline, standard (carbon zinc) or rechargeable (nickel-cadmium).
- Insert batteries as indicated inside battery compartment.
- Remove batteries during long periods of non-use. Always remove exhausted batteries from the product. Dispose of batteries safely. Do not dispose of product in a fire. The batteries inside may explode or leak.
- Never short-circuit the battery terminals.
- Use only batteries of the same or equivalent type as recommended.
- Do not charge non-rechargeable batteries.
- Remove rechargeable batteries from the product before charging.
- If removable, rechargeable batteries are used, they are only to be charged under adult supervision.
- When discarding batteries, be sure to dispose of them in the proper manner, according to your state and local regulations.

5

- **Assembly of Toy Trays and Toys into Walker Tray:**
- Attaching the Toys – front toy tray requires two (2) "AA" batteries (not included).
- Use Philips head screwdriver to unfasten battery cover, insert batteries and replace cover as illustrated in FIG I.



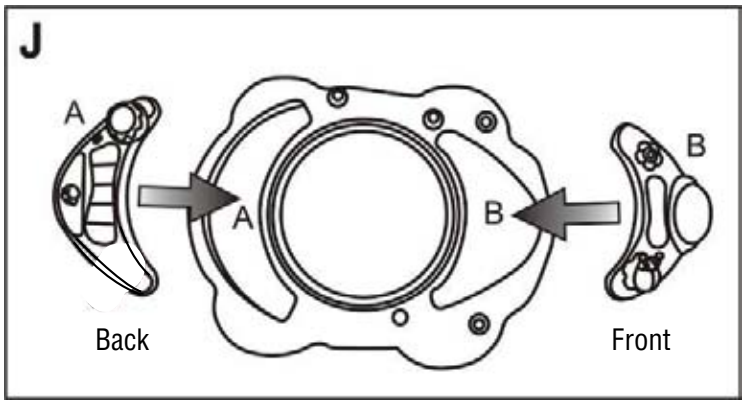
Front toy tray



Attaching Trays and Toys to Base

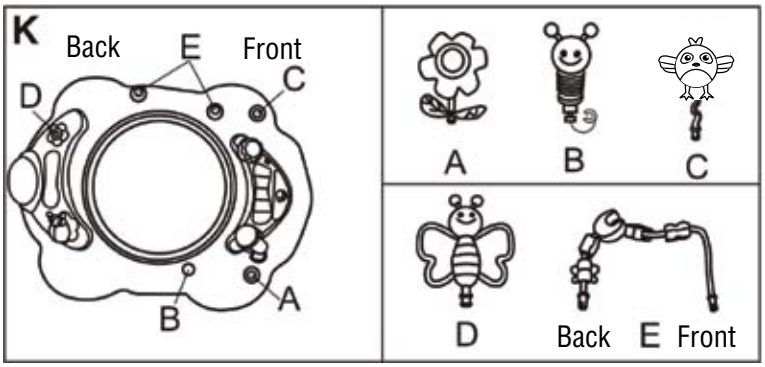
6

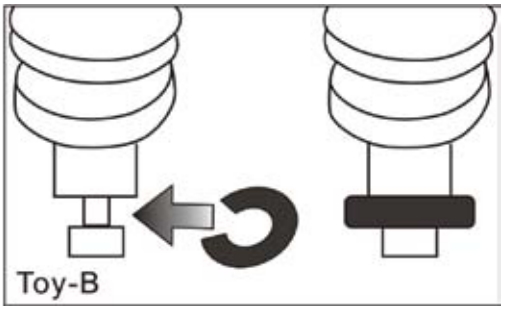
- Insert the sides of the 2 toy trays into the walker top base first, then the fronts into the trays.
  (Check to make sure that the toy trays are firmly attached to walker top base.)



7

- Insert and snap the toys into walker top base in the designated locations.
- For toy B you will also need to place the “C” around the stem of the toy after you insert through top base.

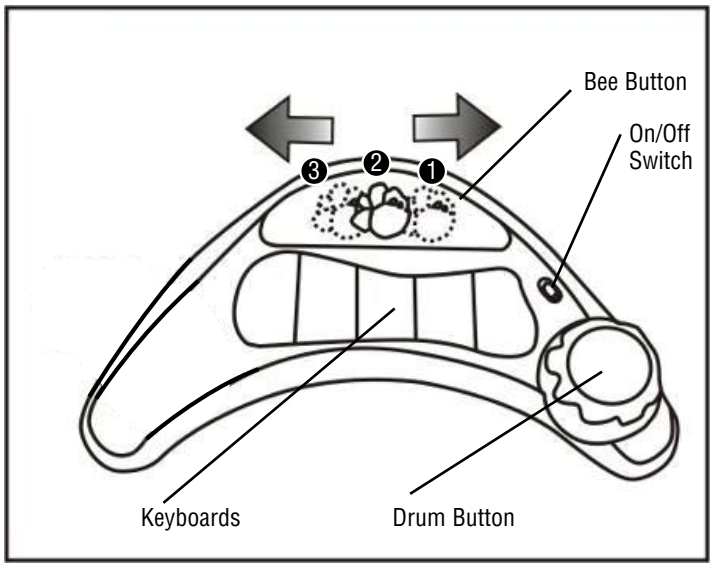




Instructions For Music Keyboard

1

- MUSIC FUNCTION FRONT TOY TRAY – Switch 'on' the music function by activating the 'on/off' switch. select music by sliding the 3 POSITION SELECT MUSIC BUTTON "Bee" to the left and right as illustrated in FIG M. POSITION 1 - plays Piano Sounds , POSITION 2- plays Animal Sounds, POSITION 3 - plays Melodies.
- Press down keyboard and drum buttons to activate music.

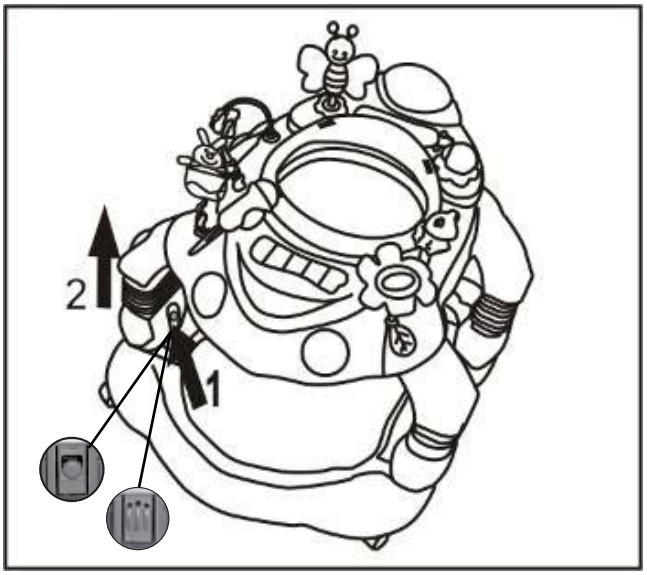


Instructions For Changing Height of Seat

2

- ALWAYS REMOVE BABY FROM WALKER WHEN CHANGING FUNCTIONS
- ADJUSTING THE SEAT HEIGHT – To adjust the height, press leg button first located on each leg and either elevate or lower the leg to the desired position as illustrated in FIG N (4x). Remember to adjust one leg at a time and one position at a time per leg be sure they are in the same Height level before use.
- Once in a fully locked position, push downward on legs to ensure legs are in a locked position.

NOTE: The activity center can be adjusted to 3 different height levels. Make sure all legs are adjusted to the same height level when adjusting the height of the seat.

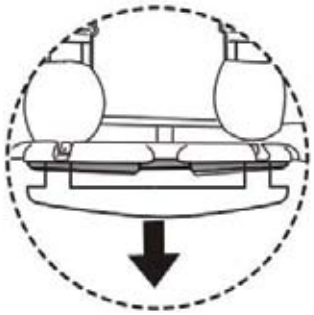


Instructions For Rocking Feature

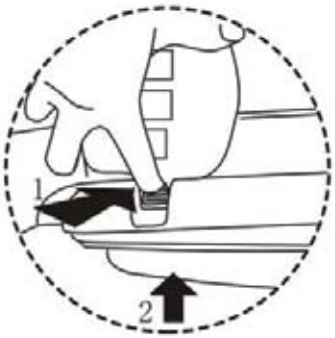
3

- ALWAYS REMOVE BABY FROM WALKER WHEN CHANGING FUNCTIONS
- ROCKING FUNCTION – To use: Pull the rocking bar down and into a fully locked position on both sides of walker base as shown in FIG O. Once in a fully locked position, Push upward on rocking bar to ensure they are locked.

To close: Push the rocking leg buttons inward first while pushing upward on the rocking bar into a locked position as Illustrated in FIG Oa.



O



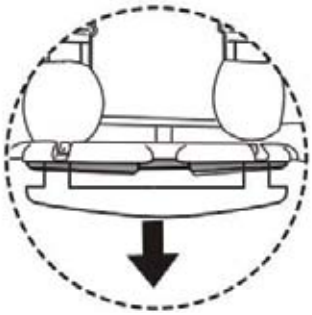
O(a)

Instructions For Stationary Activity Feature

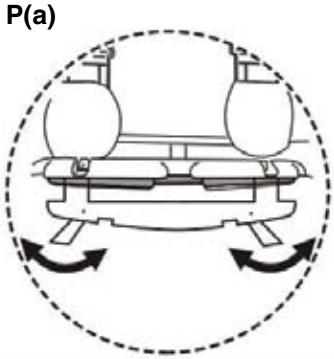
4

- ALWAYS REMOVE BABY FROM WALKER WHEN CHANGING FUNCTIONS
- Check to make sure all stationary legs are on a level surface and all 4 legs are touching the floor before placing child into seat.
- STATIONARY ACTIVITY FUNCTION – Pull the rocking bar down and into a fully locked position, on both sides of walker base as shown in FIG P. Once in a fully locked position Push upward on rocking bar to ensure they are locked.
- Pull out and rotate all 4 stationary legs to a fully locked position as shown in FIG P(a). Once all 4 stationary legs are in a fully locked position, Push downward on top walker tray to ensure they are fully locked and check to make sure all 4 legs are level and touching the floor.

P



P(a)



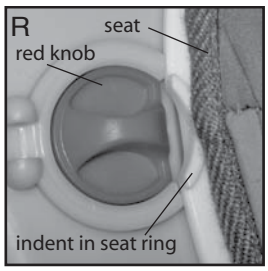
- FOR USE ONLY WHEN USING AS STATIONARY ACTIVITY CENTER
- SEAT SWIVEL FUNCTION – For seat to swivel, lift and rotate the red knob in position as shown in FIG R. To lock seat in place, lift and rotate red knob in position as shown in FIG S.

Note: For the red knob to rotate, make sure that the indent in the white seat ring is lined up with the red knob.

IMPORTANT: Always lock the seat in walker function.

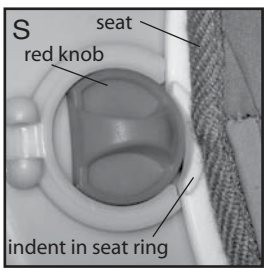
- DO NOT spin baby in seat, only permit baby to rotate the seat.

seat in swivel position

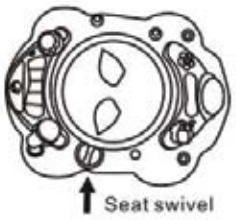


Swivel Position

seat in lock position



Locked Position

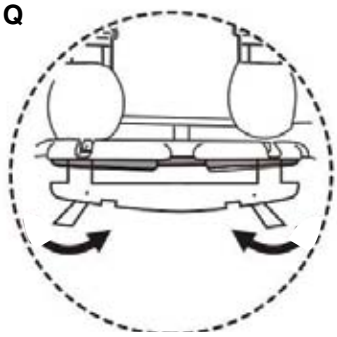


To Convert Back to Rocker or Walker

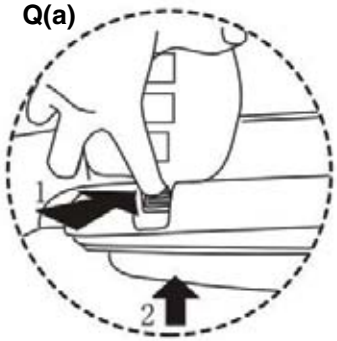
6

- ALWAYS REMOVE BABY FROM WALKER WHEN CHANGING FUNCTIONS
- To close rotate all 4 stationary legs inward into a fully locked position as shown in FIG Q.
- Push the rocking leg buttons inward first while pushing upward on the rocking bar into a locked position as Illustrated in FIG Q(a).
- Once in a fully locked position, Push upward on rocking bar to ensure they are locked.

Q



Q(a)



Notes

Manufactured for and distributed by:

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